

+ ownerMapElement

Thoughts.Game.Attributes.AttributeManager

- + ownedAttributes
- _ownedAttributes
- + Initialize()
 + ToString()

MonoBehaviour

- + ExecuteSelfTimeElapseActions()
- + UpdateAttribute()
- + GetAttributesThatNeedCare()
- + CanCover()
- + GetOwnedAttributeOf()
- + GetExecutionPlanToCover()

Thoughts.Game.GameMap.MapElement

+attributeManager

- + navMeshAgent+ currentObjectiveAttribute
- coroutineHolder
- currentExecutionPlans
- + ToString()
- MoveTo()
- Awake()
- Clock()
- UpdateExecutionPlans()- UpdateObjectiveAttribute()
- UpdateObjectiveAttribute()- DoNextPlanedMapEvent()